



2010 Salem District Pinewood Derby Rules

The Pinewood Derby is designed to be a learning experience for each Cub Scout. It enables him to design, construct and detail his car through adult supervision. The race itself is an opportunity to enrich competition, sportsmanship and sharing. **These rules supersede the rules included in the race kit.**

The Salem District Pinewood Derby will follow these rules:

1. Each participant must be a registered Cub Scout to enter this year's race. Each Pack may send (2) cars per Den or (2) cars per 10 boys. Each boy must be a registered Tiger, Wolf, Bear or Webelos Scout to enter the race and **must be present to race.**
2. Cars entered in 2009 or earlier Derby races are not allowed to compete. Cars must have run in this year's Pack race to be eligible.
3. The car must be built using the materials in the official Cub Scout pinewood derby race kit. This includes a block of wood, axles (nails) and wheels. **Only BSA wheels and axles from the kit or BSA replacement kits are permitted. This includes the new colored BSA wheels. No aftermarket wheels or axles will be permitted. Axles that have been grooved or nickel plated are prohibited.**
4. All cars must pass a pre-race inspection before they can compete.
5. The overall width of the car shall not exceed 2 ¾ inches. The car must have a 3/8 inch clearance underneath (from table top to the bottom of the car). The maximum height of the car shall not exceed 3 ¼ inches.
6. The length of the car shall not exceed 7 inches.
7. The maximum weight of the car shall not exceed 5 ounces (141.8 grams). The car may be hollowed out and built up to the maximum weight by the addition of wood or metal as long as it is securely built into the car.
8. The axles must be inserted into the slots provided on the car body. If the slots are not visible due to paint or putty, the distance between the front and rear axles (wheelbase) must be 4 7/16 inches.
9. The width of the wheel surface touching the track must not be reduced. Wafering or rounding of the wheel surface is prohibited. Wheels may be sanded or polished. **Excessive sanding or polishing that makes the BSA markings on either the exterior or interior of the wheel unreadable will render the wheel illegal.**
10. The car must be "free-wheeling" with no starting devices.
11. No oil, grease or silicone spray may be used on the axles or wheels. **Only powered graphite is allowed.**
12. Painting and detailing are allowed. Any obscene or derogatory markings or words are prohibited.
13. The car will be impounded at the weigh-in and cannot be altered in any way except for damage repair.
14. After the car is impounded, only race judges, starters and runner may handle it.
15. In preparing the car, do not remove too much wood from the front of the car or it cannot be held by the starting gate / pin. Cars that cannot start in a forward position will be allowed to race backwards. If the car cannot be held in either position, it will not be allowed to race.
16. If a car jumps the track, there will be no heat. If a car jumps the track three (3) times it will be disqualified. A heat in which a car fishtails or goes through the finish line without interfering with the other car will be considered a valid heat.
17. At the race judge's discretion, and under his/her supervision, a repair time of three (3) minutes will be allowed for repairs on cars damaged while competing.
18. **All decisions of the judges are final.**
19. Cars will not be allowed to race with wet paint.
20. Over zealous parents may cause the disqualification of their son's car! Please remember this is the boys' race for the boys to enjoy.
21. Cars that qualify for a trophy (1st, 2nd, 3rd places) will be required to undergo a post-race inspection. This includes disassembly of the wheels and axles for inspection. Any illegal parts found during the post-race inspection will result in the disqualification of the car. By entering the derby, scout and parents agree to allow the post-race inspection. Refusal to allow the inspection will result in disqualification of the car.

A special note to parents and scouts: Together, please read the following article on sportsmanship. While everyone will be trying to win, it's always a good idea to start out by remembering the Cub Scout Motto: "Do Your Best", and some of the basic ideas behind sportsmanship.

Sportsmanship

Remember the following two things that the Pinewood Derby requires of each participant;

- 1) The craft skills necessary to build the car and
- 2) Participants must follow the rules. Even more important is how we act and behave while participating in the Pinewood Derby or any other group activity. This is called Sportsmanship.

The first thing to remember about sportsmanship is everyone's skills are different. You may be good at something like singing or drawing, but not as good at something like basketball or computers. Parents have different skill levels, too. This doesn't mean that you are a good person one time and not good another time. You can always be a good person, whether you have good car building skills, or not. Remember, you and your friends are individuals first and racers second. This idea is often called having respect for others.

The second thing to remember is to follow the rules. Without rules, there would be no Pinewood Derby. You will never know if you are really good at doing something unless you follow the rules. This is often called being honest.

The third thing to remember about good sportsmanship is that there are winners and losers in every competition. You accept this when you choose to compete. There may be times when you win and feel happy and times when you lose and feel unhappy. Being a winner is easy and losing is sometimes hard. If you win, you should not brag or gloat. If you lose, you should not feel jealous or bitter. To be a good sportsman, you must be able to say, "I did my best" and be satisfied with the results. You must be able to appreciate and feel happy for someone else when they run a good race and build a neat car.

Good luck!